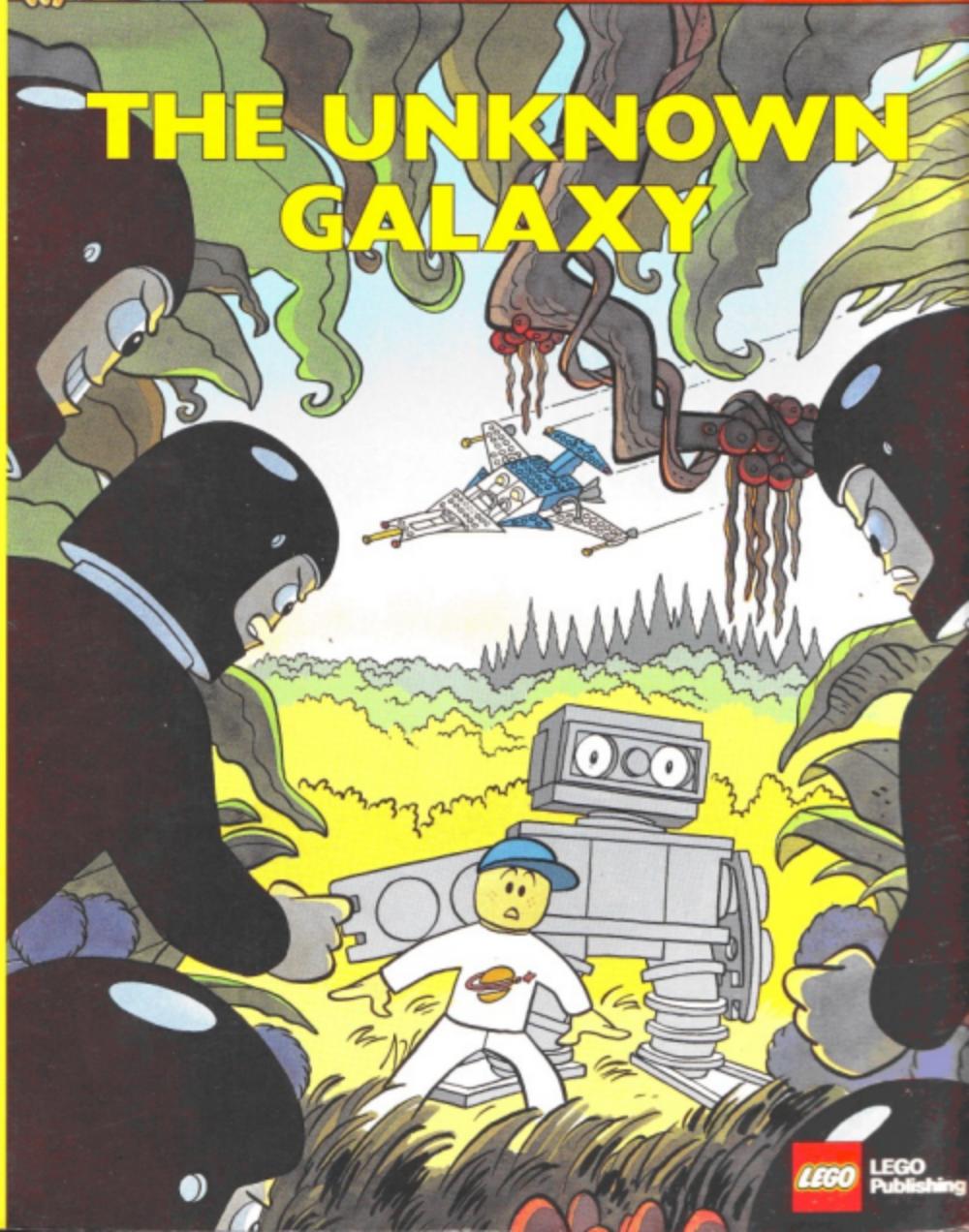




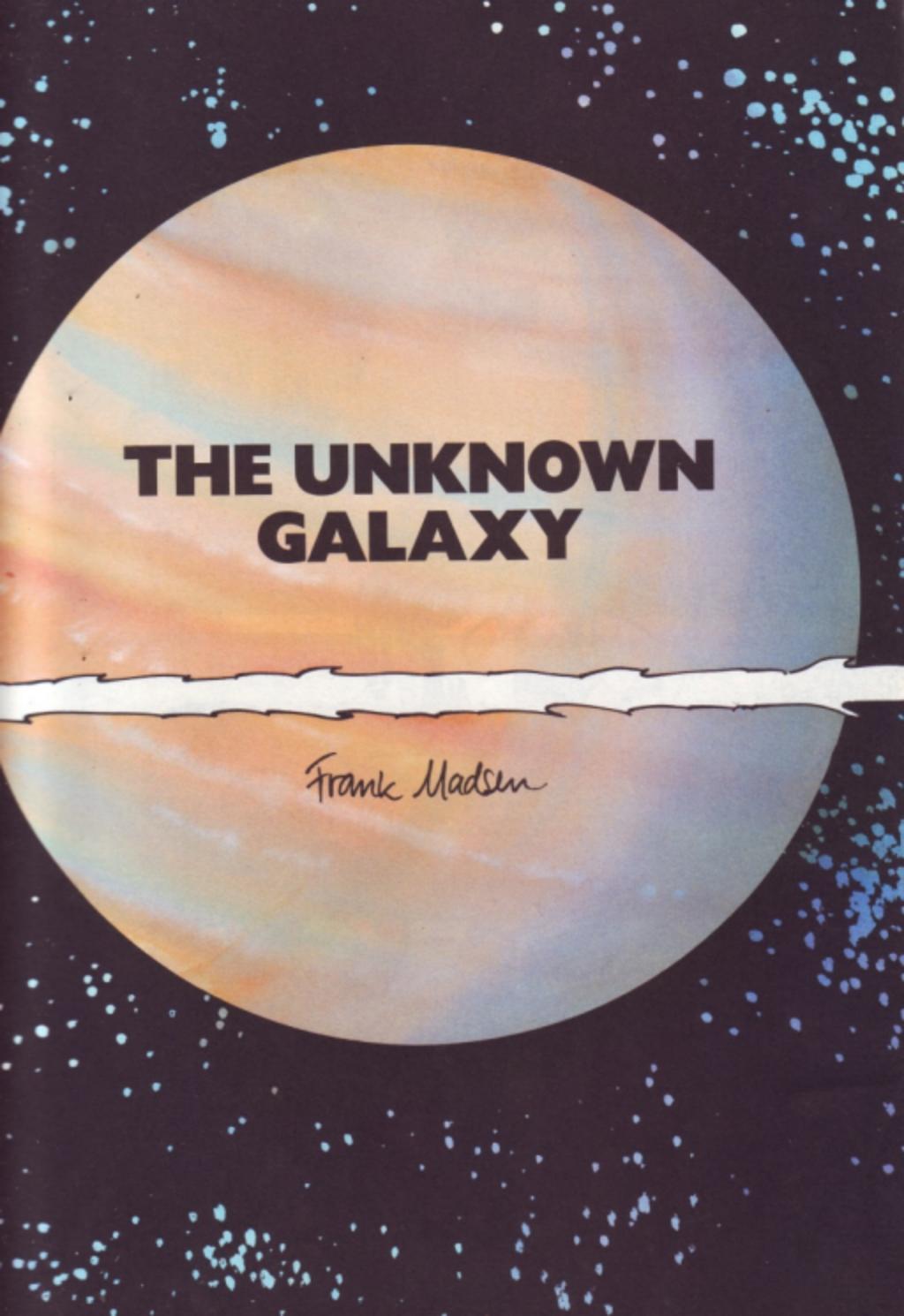
JIM SPACEBORN

# THE UNKNOWN GALAXY



LEGO  
Publishing





# **THE UNKNOWN GALAXY**

Frank Madsen



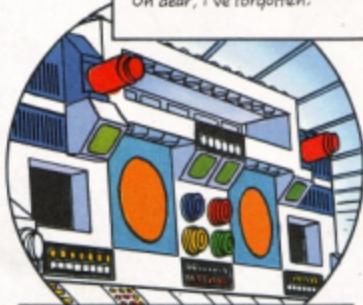
Jim Spaceborn - that's me! Bart and the others found me abandoned on a spaceship when I was very small. They took me along, so I've always lived in space. Duncan's my best friend - he's taught me everything I know.



My name is Bart Seeker. I'm the Captain of Spearhead, so I'm responsible for my crew. We've got 300 people on board and some of them think I'm a bit too strict, but I've got to make sure things get done.



Duncan at your service! I potter about in the engine-room and make sure everything's in working order. When I have time I work on my inventions. My last invention was... Oh dear, I've forgotten.

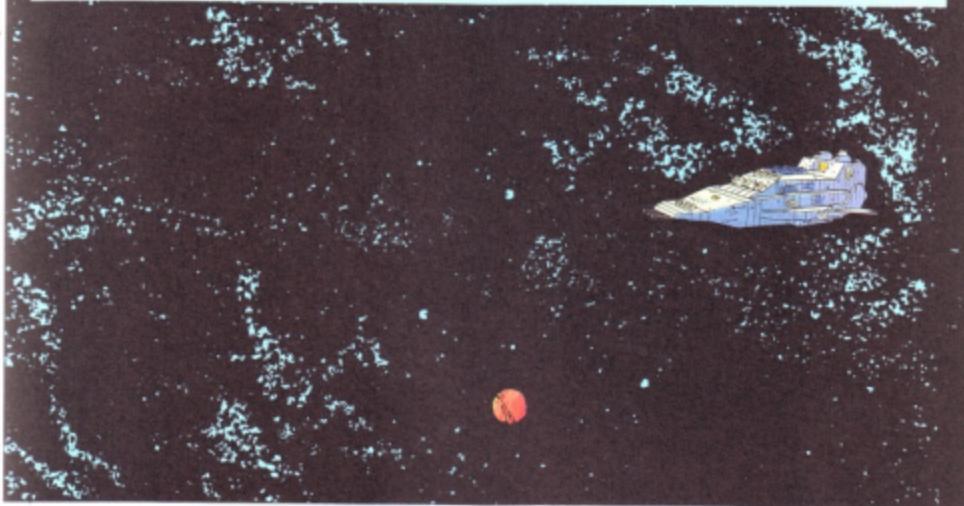


I'm MAGS the supercomputer. I can do anything, I know everything. I'm the best computer in the universe. If only the others would realize it!



Hi! My name's Viva. I'm the Chief Pilot. One or two people are a bit nervous because I've got the most exciting job on Spearhead, but who cares? I just laugh it off - it's a good thing I've got a sense of humour!

Somewhere out in endless space, the gigantic spaceship Spearhead glides silently through the cosmos.



It's on its way home to the planet Zonia, after years in space searching for new planets.

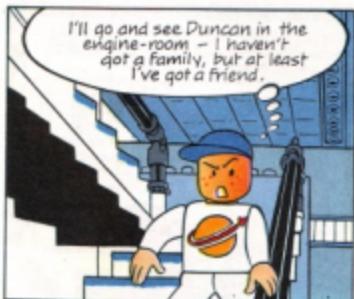
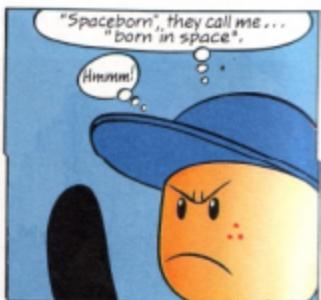
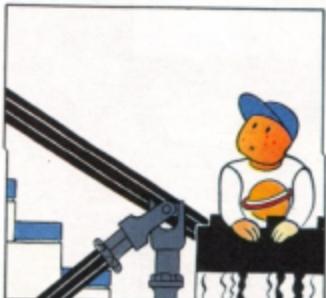
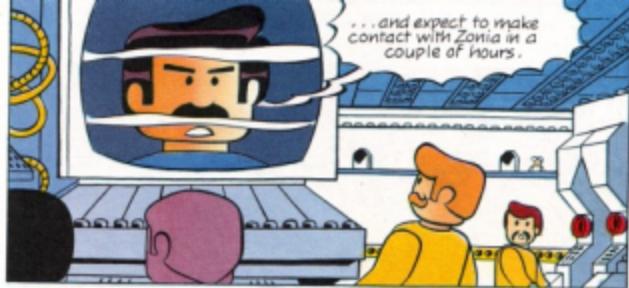


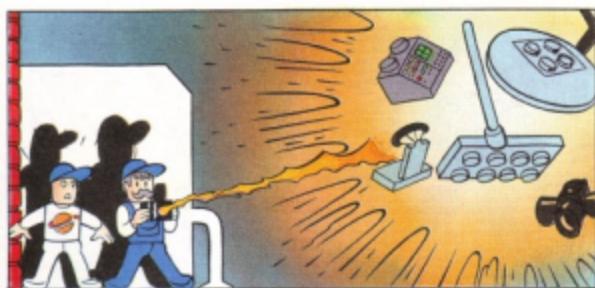
Everyone in the crew is looking forward to going home and seeing their families and friends again.



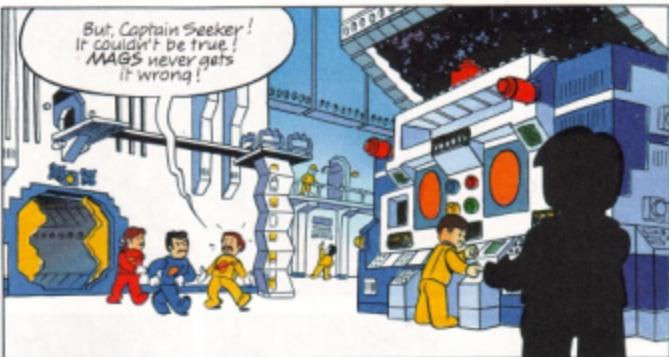
But it's important that Captain Bart Seeker keeps a cool head. He's responsible for the whole crew.

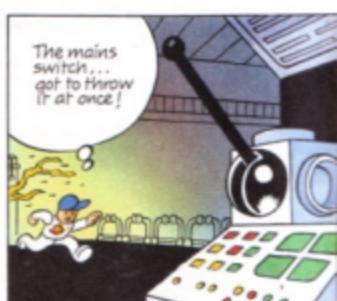
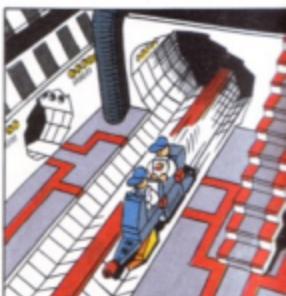


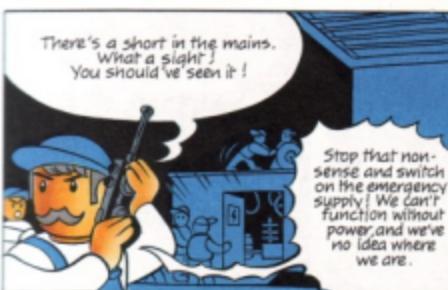
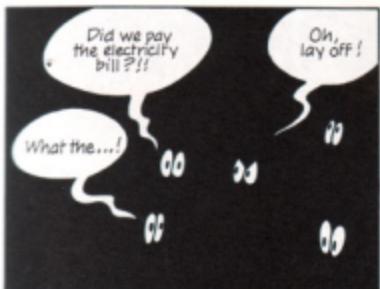
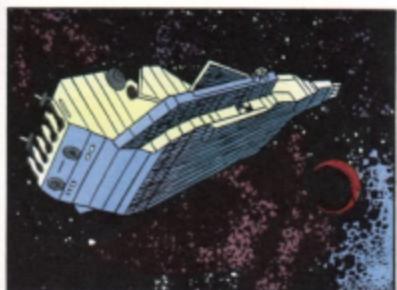




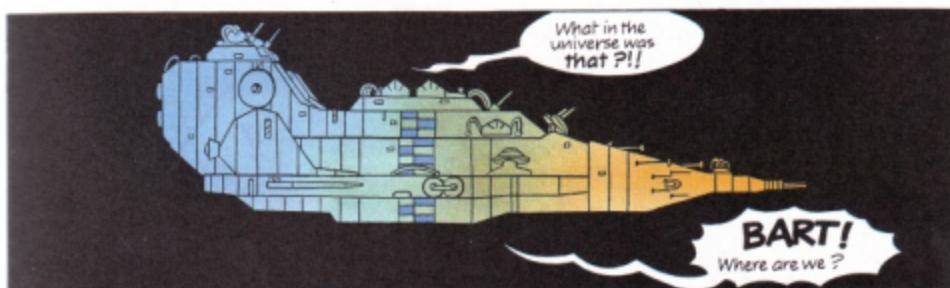
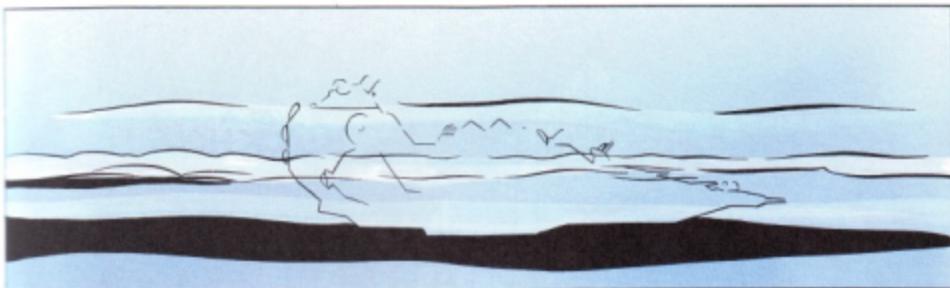














Fifteen minutes later...

Ah, there you are, Mello. We'd better get started.

As you know, we've passed through a black hole. I'm sure you all realize that the situation is extremely dangerous.

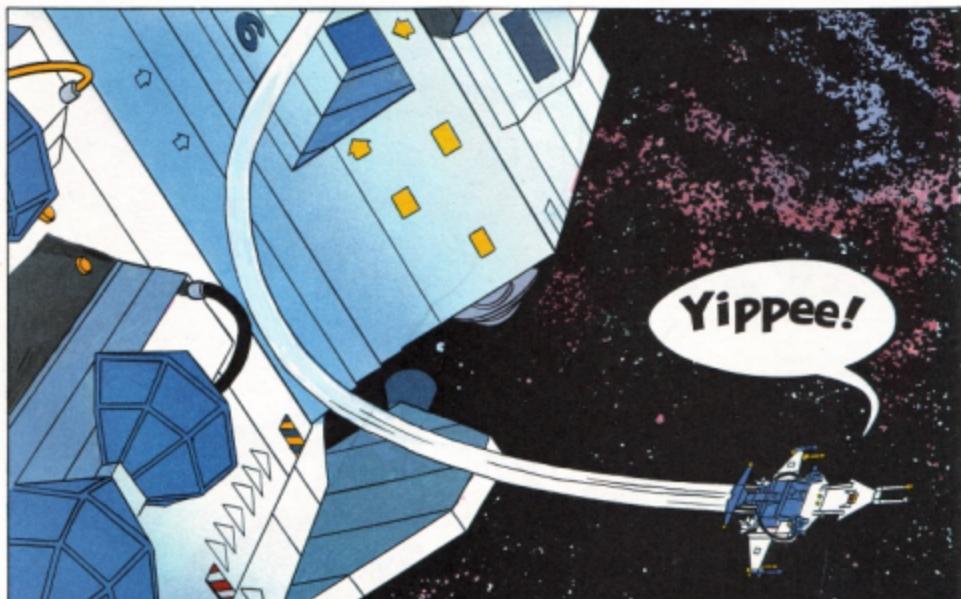
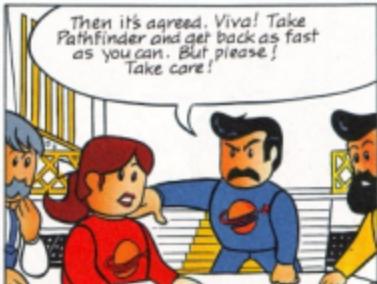
It could have been worse. Duncan cut out the generators just in time...

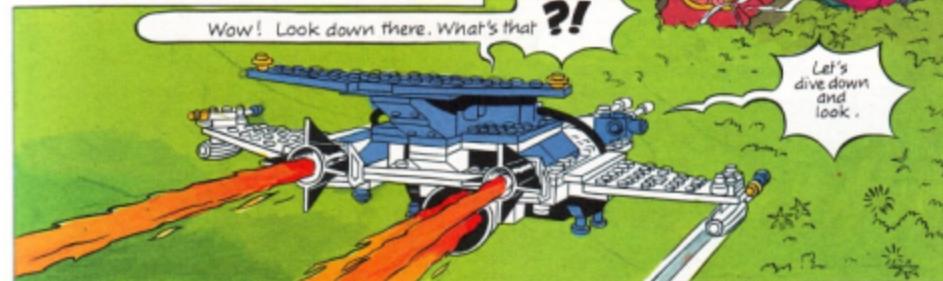
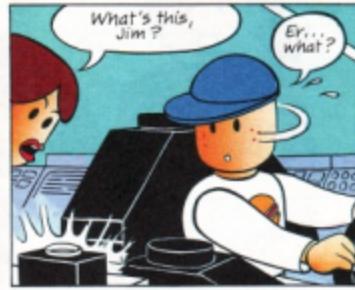
...but we'd drifted so far off course that not even MAGS could save us!

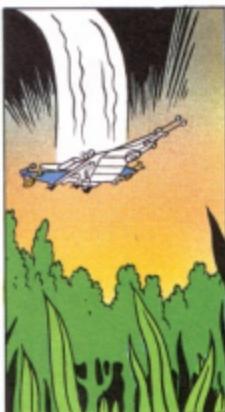
So now we're on our own. Where no Zonian has set foot before.

We've got a problem. We can't locate our position. All we know is that a black hole lies between us and Zonia.

So I suggest we send an exploratory mission to find out... just how black things are!

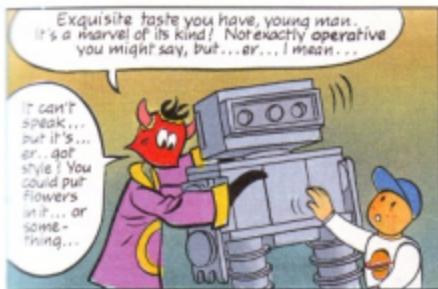


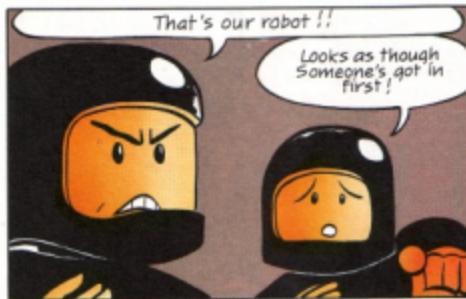




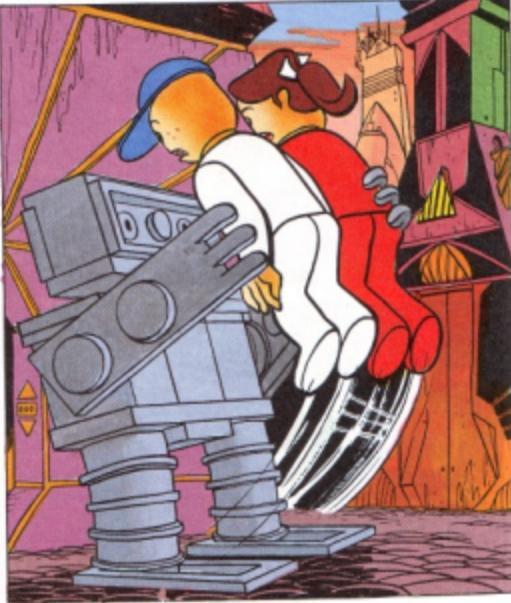












The transformat would come in handy now!

Hey, look!

It's smiling! I think it likes us.

I've got an idea!

Er, Robot, would you take us back to our spaceship?

It's in a swamp outside town.

Yippee!  
It's carrying us!

Kazak will be livid when he hears about this.

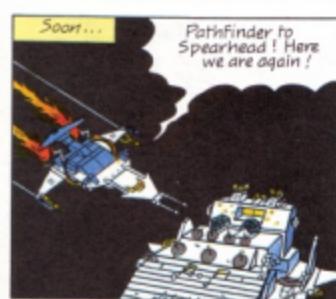
I wonder who those two are?

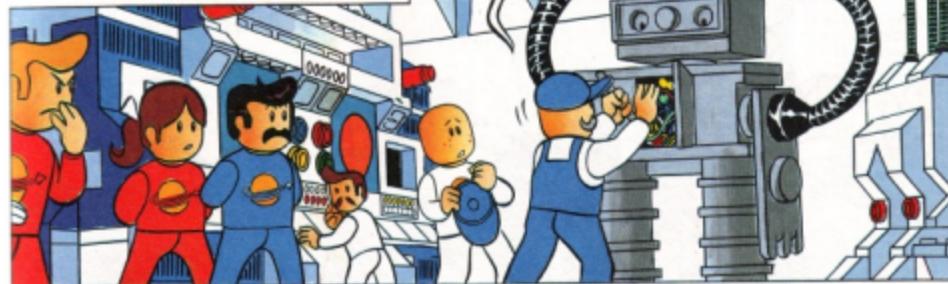
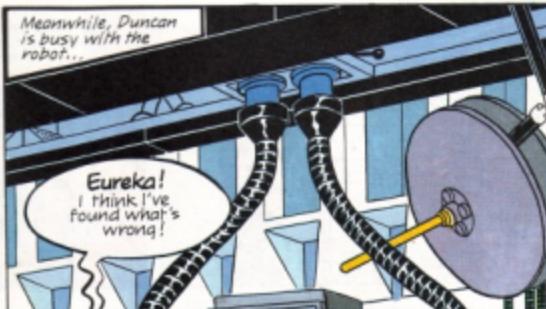
No idea!  
We'd better check!

FREEZE!

Don't move!

GULP!  
Kazak's heavies!







Kazak shattered our star-fleet and blasted our galactic defences. Now he comes and goes as he pleases. No one knows where he comes from, or when he'll strike next...



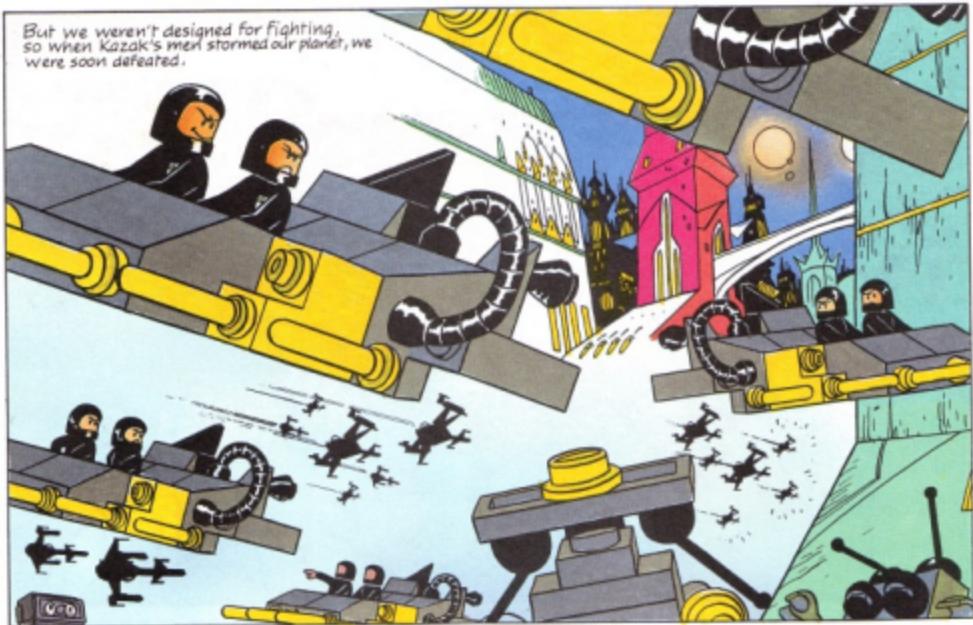
And Kazak's thugs treat the Free planets as if they own them!



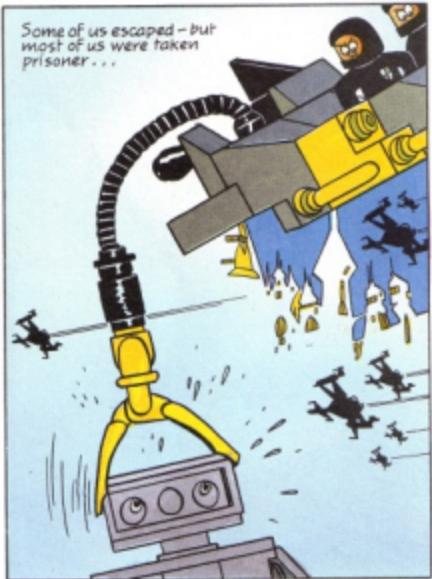
A few weeks ago, the sky turned black over my home planet, Robus. Kazak's fleet fell on us like a swarm of bats...

We're very advanced robots...

But we weren't designed for fighting, so when Kozak's men stormed our planet, we were soon defeated.



Some of us escaped - but most of us were taken prisoner...



I managed to steal a plane...



Then, just as I was running out of fuel...



I tried to land on Commercio. It was a terrible landing. I was soon picked up and sold to that junk shop. You know the rest of my story...



Kazak wants me so badly because I can tell the truth...



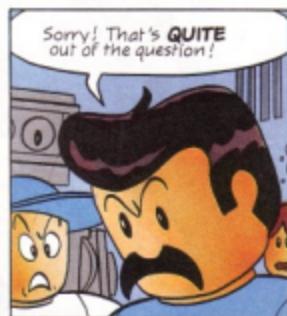
...that Kazak uses maximum force - though he says that every planet is free to join him.



I've got an idea! Why don't you help me liberate Robus?



Sorry! That's QUITE out of the question!



Bart!  
Don't you think we should...?



What  
I think is  
my business.  
I'm sure  
Kazak is a  
crook...

But  
my first  
responsibility  
is to see  
that Spearhead...

... gets home in one piece.  
So there's no point in trying to take on his Fleet. In fact, Keko's story convinces me it's even more urgent to get back home.

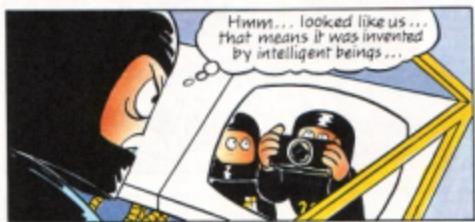


But Keko's welcome to come with us.

Meanwhile  
on Robus...

R27  
and R28  
reporting with  
news of the rebel  
robot...





On Spearhead...

Jim, it's your job  
to find quarters  
for Keko.

Yes sir!!!



And here's a pass giving you  
access all over Spearhead.  
Show him around!

Take good care  
of him.

You bet!

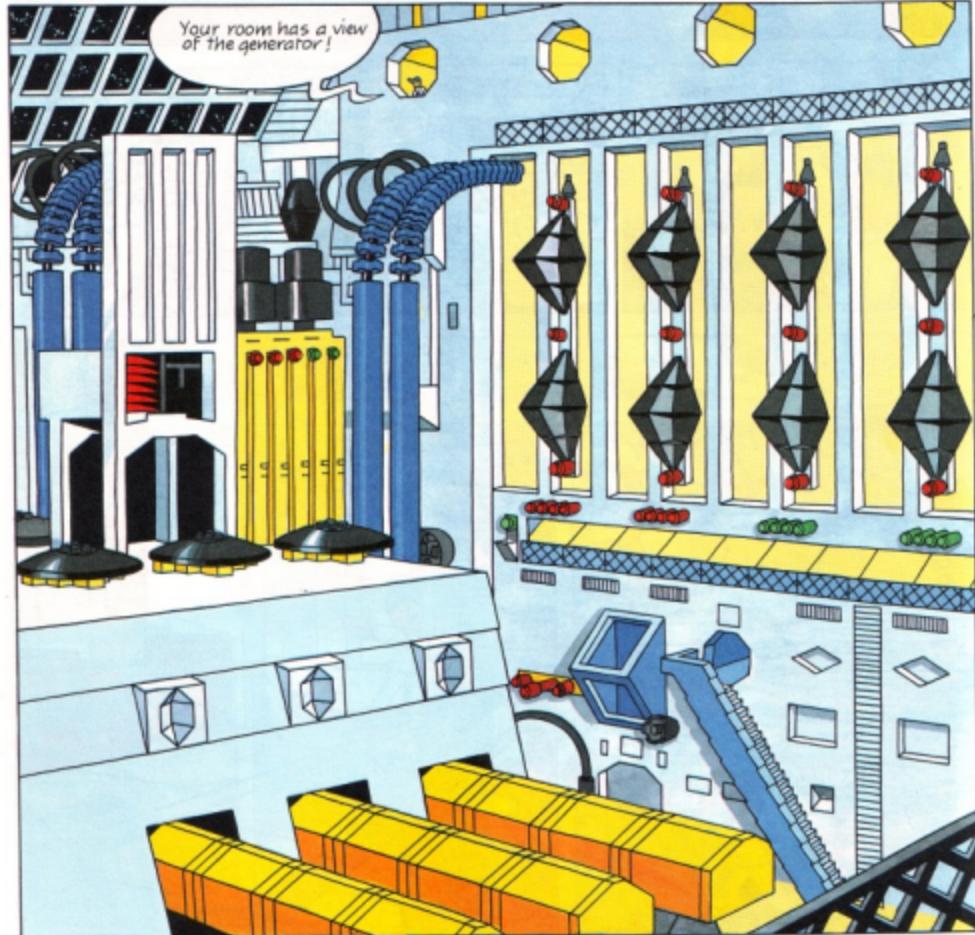
BUMP!  
YOWL!  
CRASH!

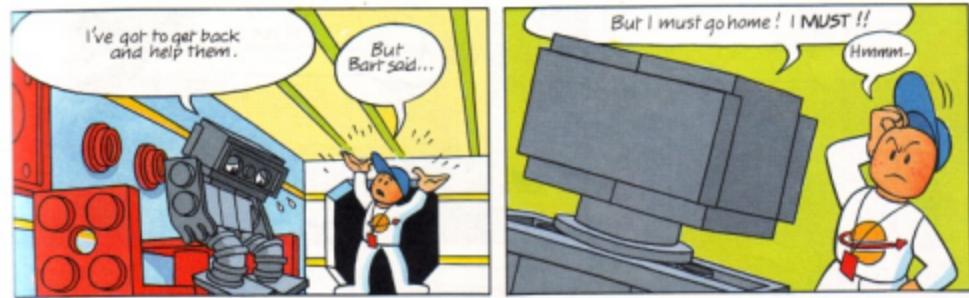
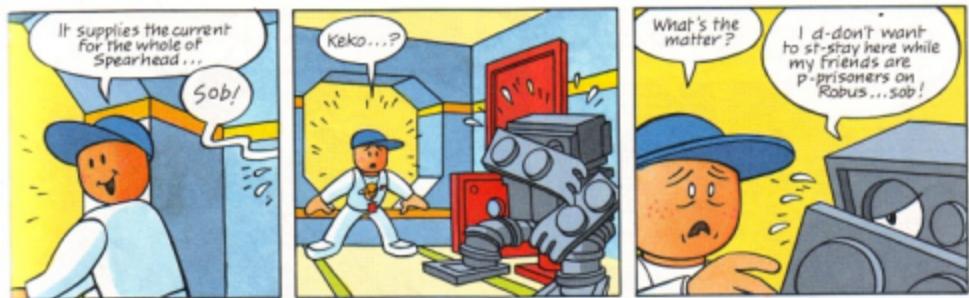
Eh...

If it's all right with  
you, I think I'll use  
the lift, Jim...

Look, Keko! What do you  
think? Be my guest! Step into  
the Presidential Suite!

Could I have the key  
to room 302, please?





Lab reporting! Lab reporting! We've tested the transformat! It functions with objects but not with people.

Blast!

But look at this experiment with a robot!

Amazing...

That'll surprise those no-good robots!

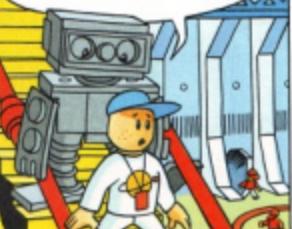
At last we can smash them!

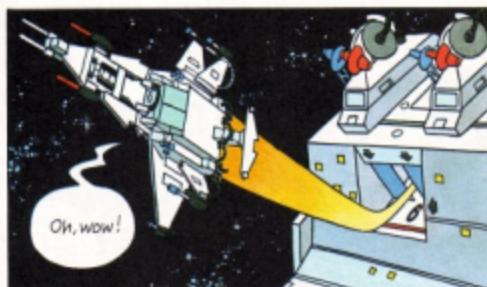
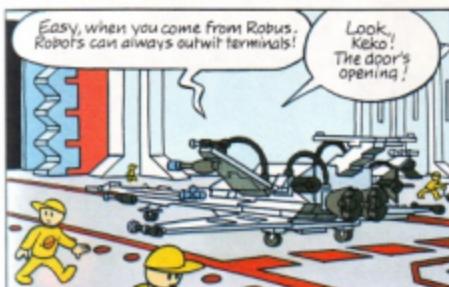
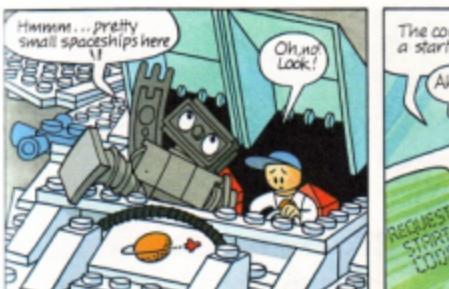
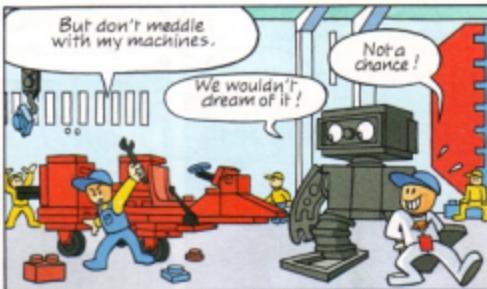
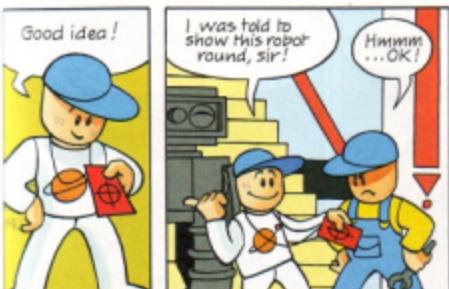
Quick, Zeppo! Warn the others!

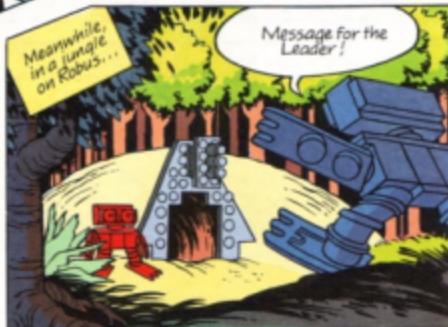
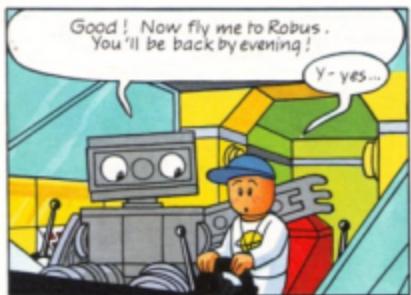
I just hope we can get away safely...

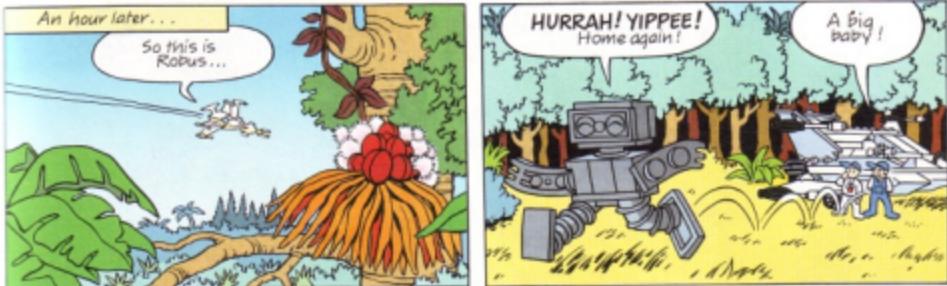
On Spearhead...

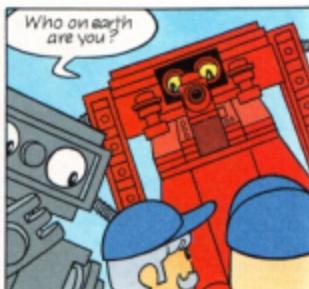
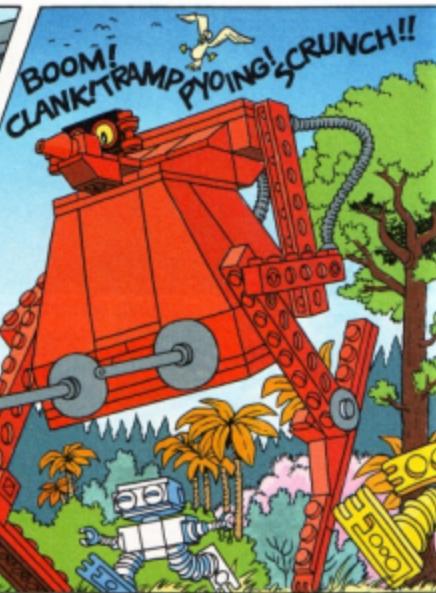
Look, Keko! The scout ships. If we can get hold of one, I'll fly you home...

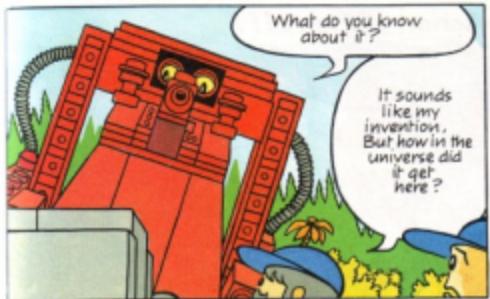












On Spearhead...



Action stations !!!



**BART!**

Alien  
spacecraft  
approaching!

**WHAT??!**



Where does it come from?

What if it's hostile??!

What should we do, Viva?

Get hold of  
Duncan!



Great! Perhaps he can  
identify the spacecraft!

Probably!



I'll just check the force-field  
in case we need it.



Why in blazes doesn't  
Duncan answer?



Why indeed...?

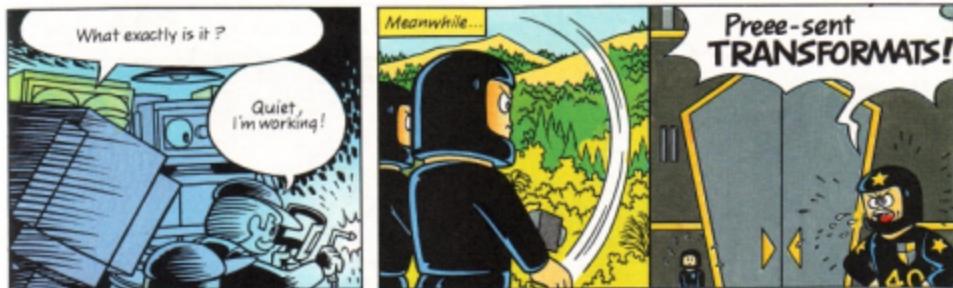


What are you doing,  
Duncan?

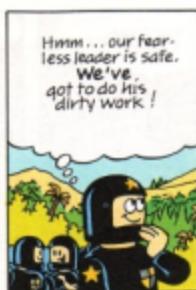
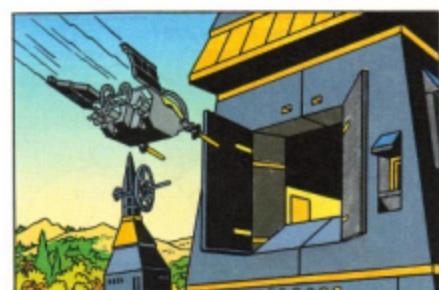


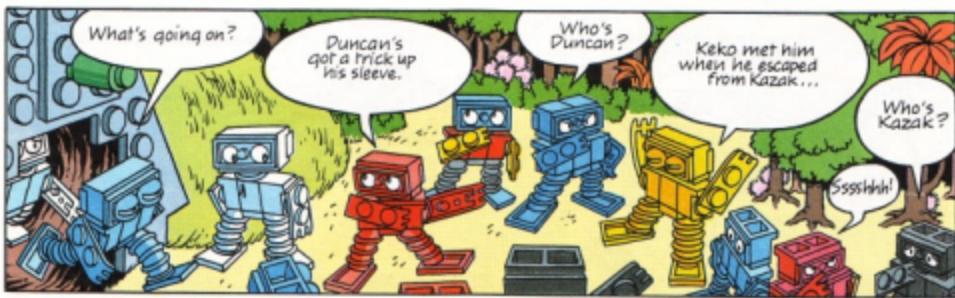
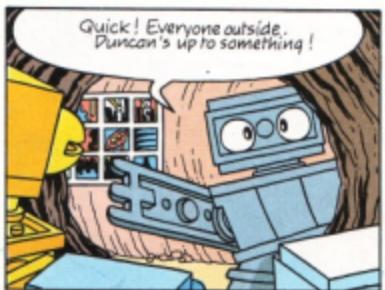
Getting a surprise  
ready for Kozak when he uses the  
transformer!

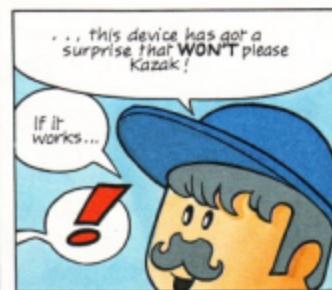
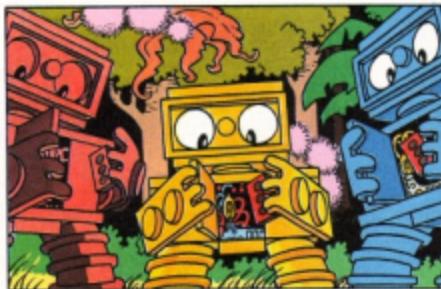
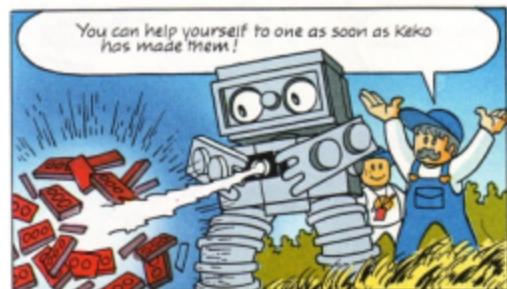




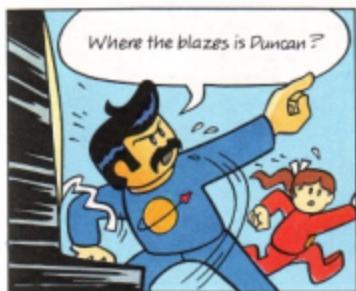
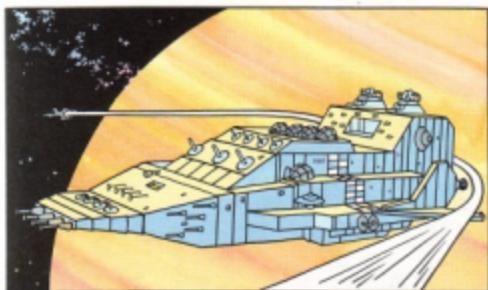
Preee-sent  
**TRANSFORMATS!**

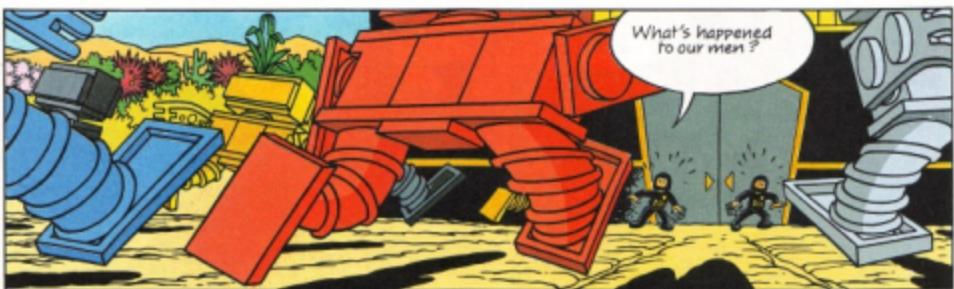






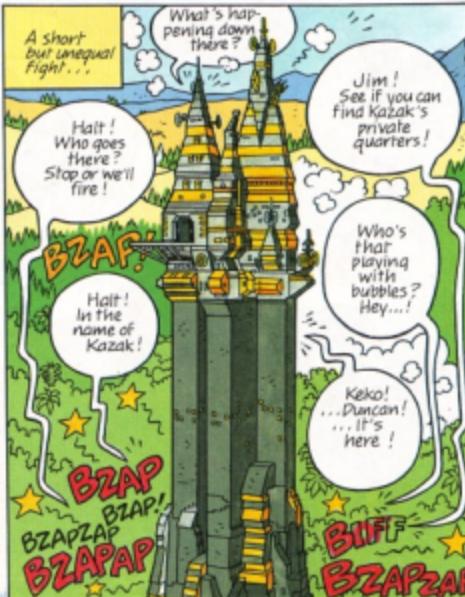
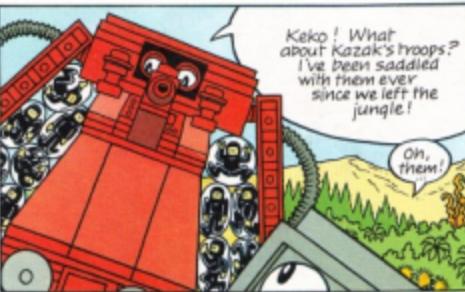


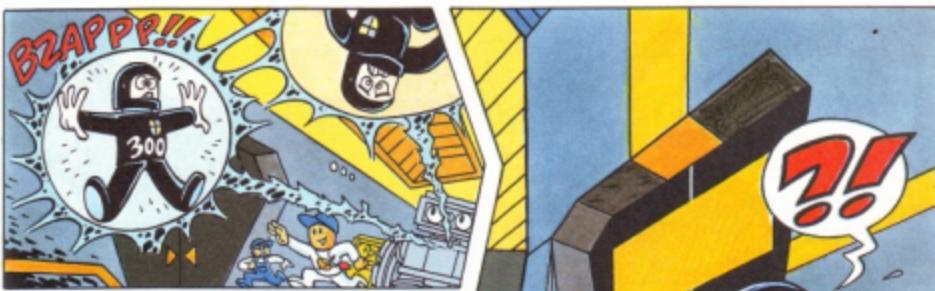




M-MY  
BRAVE  
MEN!!

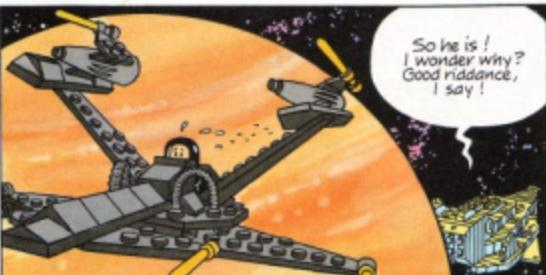






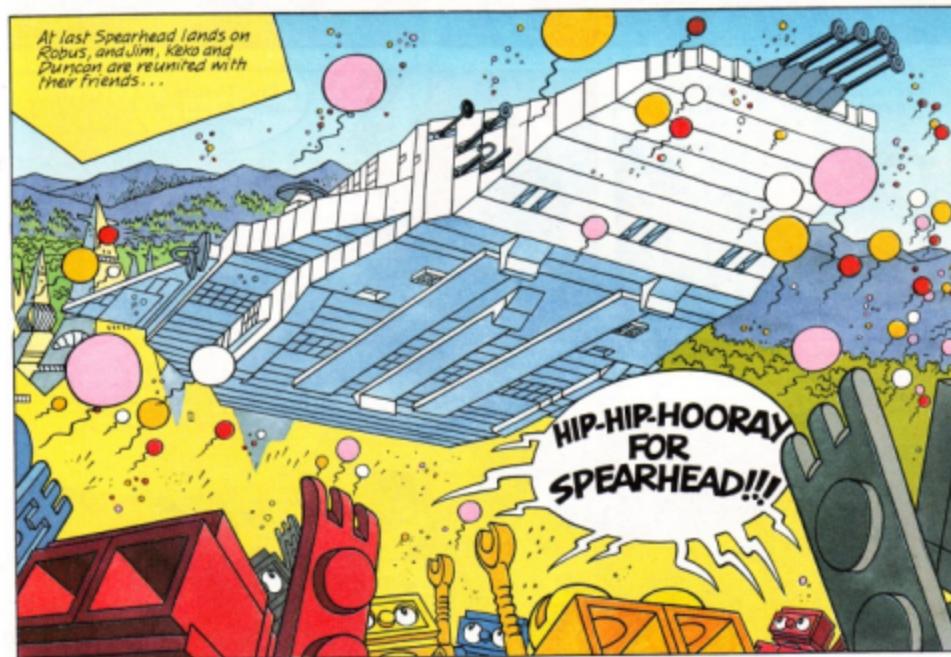
Meanwhile, outside Spearhead...

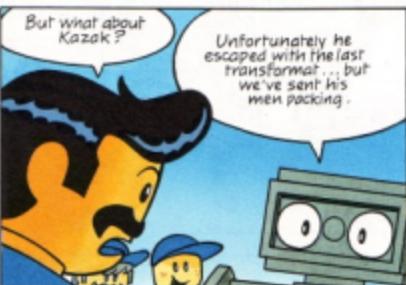
M 40 ! Return to base ! There's trouble on Robus and Kazak has vanished ! Come back immediately !

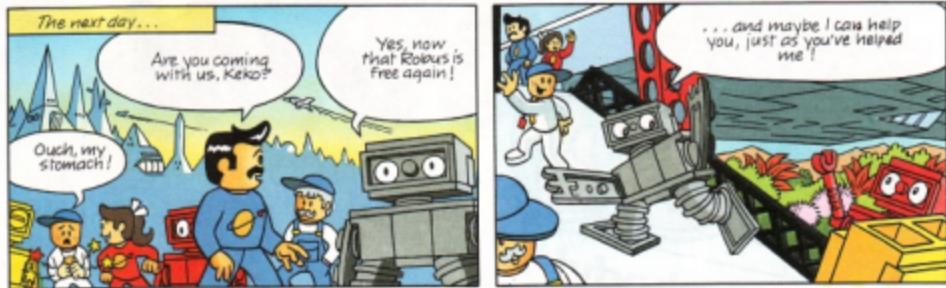




Grrrr...  
And Duncan says the bubbles last a Robus day!



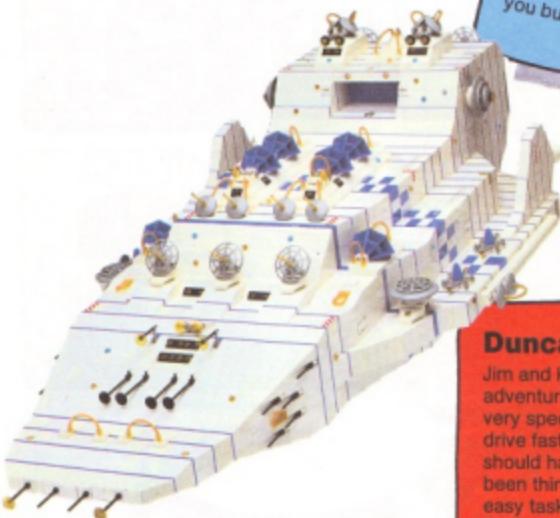






# JIM'S

Hi Everybody!



## How many Bricks did we use?

Spearhead is a huge spaceship with room for 300 people. We drew it from a real model, 117 centimetres long, and 56 centimetres wide. And it took our model designer 196 hours to build it! How many bricks do you think we used?

3,107   5,462   8,974

1) Make a tube from a piece of thin paper.

Stick it together with tape. 4) ... release the balloon, and Zoom!

Now it's up to you to go on with the story. You can use your bricks to build these models - or create something from your own imagination! You could build your own lunar landscape, or look at some of our ideas on these pages. There's lots to keep you busy!



## Duncan needs some Help!

Jim and Keko are setting out on a new adventure. They have asked Duncan to build a very special spacecraft. It must be able to fly, drive fast overland, dive underwater, and it should have room for two people. Duncan has been thinking very hard indeed - but it's no easy task!

See if you can build a spacecraft for Jim and Keko.



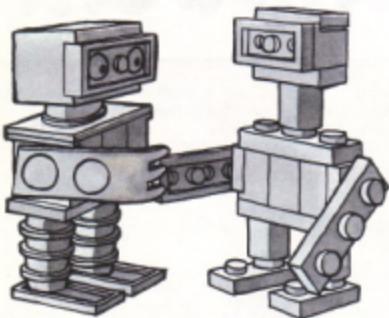
## The Rocket



2) Roll some more paper into a nose cone, trim it and stick it to the top of the tube. 3) Put a long, thin balloon inside the cylinder and blow it up... 4) ... release the balloon, and Zoom!

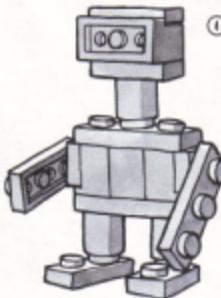
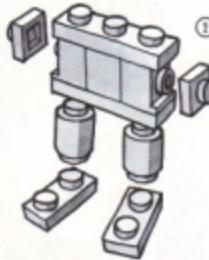
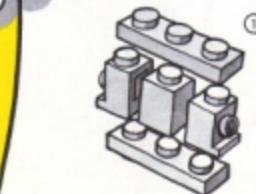
# PACEBORN'S

ACTIVITY PAGES



## This is Keko's Family!

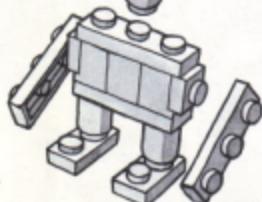
This is Keko's cousin and this is how he's built. You can build other robots, too. Either like the ones shown here, or from your own invention. There are lots of possibilities.



Keko's grandmother



Keko's uncle

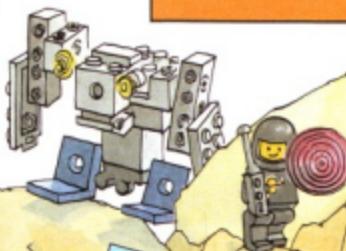


Keko's dog

# CREATE YOUR OWN LUNAR LANDSCAPE



You can make mountains, grottoes and caves a real lunar landscape for your models. Build it on a wooden or cardboard base, so you can move it. You'll need newspapers, tape and wallpaper paste.



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